

Cultural Arts Commission

The Cultural Arts Commission is an advisory body to the City Council that meets on the third Monday of each month at 7 p.m. in the West Annex Commission Meeting Room. All meetings are open to the public. Those who wish to speak on any matter on the agenda are asked to complete a "Speaker Information" card (available at the meeting) and relay it to the staff before leaving the meeting.

Staff reports are available for review at the West Annex Information Desk, Civic Center Main Library and the City Clerk's Office. Direct any other questions or concerns to Acting Cultural Services Manager Darin McClelland at 310-618-2380. Agendas and Minutes are posted on the City of Torrance Home Page www.torrnet.com.

In compliance with the Americans with Disabilities Act, if special assistance is needed participate in this meeting, please call 310.618.2939. Notification 48 hours prior to the meeting will enable the City to make reasonable arrangements to ensure accessibility to this meeting. [28CFR 35.102-104 ADA Title II1

HOURS OF OPERATION

Monday through Friday from 7:30 a.m. to 5:30 p.m.
Offices are closed alternate Friday

Offices are closed alternate Fridays and certain holidays.

RM:dhc:cacommis\A&M 2007-08a

CULTURAL ARTS COMMISSION

WEST ANNEX COMMISSION MEETING ROOM CITY HALL, 3031 TORRANCE BOULEVARD TORRANCE, CALIFORNIA 90503

> MONDAY, AUGUST 20, 2007 7:00 P.M.

AGENDA

- 1. CALL TO ORDER
- 2. FLAG SALUTE
- 3. ROLL CALL/MOTIONS FOR EXCUSED ABSENCE
- 4. MOTION TO ACCEPT AND FILE REPORT ON POSTING OF AGENDA
- APPROVAL OF MINUTES
- 6 NEW BUSINESS
 - A. Report on Torrance Art Museum accreditation process
 - B. Report on Wilson Park Amphitheatre
 - C. Standing Committee Structure
 - D. Joint meeting with City Council
- 7. STANDING COMMITTEE REPORTS
 - A. Excellence in Arts
 - B. Community Cultural Plan
 - C. Grant Review Committee
- 8. MONTHLY DEPARTMENT REPORTS
- 9. ORALS
- 10. ADJOURNMENT: SEPTEMBER 17, 2007

ROLL CALL:	ARMSTRONG	ENDO ROB	ERTS	_MIRANDA
SMISEK	STADLER _	STREHLER	WANG	